



LOADING INSTRUCTIONS

CBM 64/128 Disk

A security key has been provided. The disk is not protected and you may make back-up copies for your archives. The security key must be plugged into the cassette port in order to load properly. Plug a joystick into port # 2 (rear port). Turn on disk drive, monitor and computer. If you have a Commodore 64/128, hold down the Commodore Key when turning on.

Type **LOAD** and press **RETURN**. First you will see the title screen and then a few moments later the 'Select League' or 'Open Bowling' screen.

NOTE: SECURITY KEY MUST BE INSERTED FOR GAME TO OPERATE PROPERLY.

CBM 64/128 Cassette

Press **SHIFT** and **RUN/STOP** keys together, then press **PLAY** on the cassette recorder. Game will then load and when the 'Select League' or 'Open Bowling' screen appears, the tape has finished loading. (Plug joystick into port #2).

NOTE: You must leave the **PLAY**, **FAST FORWARD** OR **REWIND** button down while playing. (The **FAST FORWARD** key is recommended). You may remove the cassette if you wish, but this must be done while in the 'Select League' or 'Open Bowling' screen. At any other point one of the above buttons must be down or the game will not operate.

Spectrum 48K Cassette

Type **LOAD** and press **Enter**. Press **PLAY** on your cassette recorder.

Amstrad Disk

Type **RUN** and press **ENTER**.

Amstrad Cassette

Press **CTRL** and **SMALL ENTER** and press any key. Press **PLAY** on your cassette recorder.

Keyboard Controls (Spectrum and Amstrad)

Q = Up **A** = Down **O** = Left **P** = Right

Caps = Fire (Spectrum) **Shift or CTRL** = Fire (Amstrad)

ADJUST YOUR SOUND (CRM only)

10th FRAME™ is designed to provide the highest quality sound possible on the C64/128 sound chip. However, some machines have variations in the sound filter hardware which may cause your sound to be either muffled or scratchy. If the sound on your computer is unsatisfactory, you may modify the filter settings for optimum clarity. While in the 'Select' screen, press the + key to make the sound brighter, press the - key to make the sound softer. The maximum adjustment is approximately 64 increments in each direction. The sound you hear is the sound of the ball hitting the pins.

SETTING UP FOR GAME PLAY

10th FRAME™ can accommodate up to eight players in league or open bowling. When the 'SELECT LEAGUE OR OPEN BOWLING' prompt appears, press **L** for league play or **O** for open bowling. If league play is chosen, you will have to supply the following information:

1. Team names.
2. Number of players on each team (up to 4).
3. Player names and ability levels.
4. Number of games to play (up to 3).

If open bowling is chosen, you will be asked to supply the following information:

1. Number of players (up to 8).
2. Player names and ability levels.
3. Number of games to play (up to 5).

ENTERING PLAYER NAMES AND ABILITY LEVELS

Type in the name of a player (up to 9 characters) and press **RETURN** (Spectrum **ENTER**). Now select the ability level for the first player. Each player can compete under conditions that match his or her level of ability and experience. Press **K** for Kids, **A** for Amateur or **P** for Professional. Below is a description of each level.

ABILITY

Kids

DESCRIPTION

This level has been designed so that younger children (4-8) can play the game. When a ball is thrown on this level, the amount of speed is automatically set and the ball will go straight where the shot is aimed with no hook. Kids level should not be considered the beginning level as most of the elements of skill have been eliminated.

Amateur

This can be considered the 'Beginning Level'. Throws are affected by your selected speed setting and the amount of 'hook' you put on the ball.

Professional

Advanced Level—On this level your accuracy using the speed/hook indicator is critical. Any error made will greatly increase the chances of making a poor throw. This is the level you should work toward for true tournament play.

PLAYING THE GAME

Aiming Your Throw

Before the ball is thrown, both the bowler and his 'mark' must be positioned. Pushing **FORWARD** on the joystick will activate the 'mark'. While the 'mark' is active it may be positioned by moving the joystick left or right. To position the bowler, pull **BACK** on the joystick to de-activate the 'mark'. Now moving left or right will move the bowler.

Throwing the Ball

Once the bowler has been positioned and the direction set, there are only three more things to do before the ball is on its way: start the approach, set the speed and throw the ball straight or with a hook. The control is accomplished during the approach of the ball and requires timing and concentration. The sequence can be viewed by watching the **Speed/Hook Indicator**.

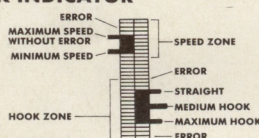
STEP 1

Start the approach by **PRESSING** the joystick button. To help your timing, three short bars will appear on the indicator as the bowler starts his delivery. After three bars, the indicator will move quickly toward the speed zone (see below). To set the speed, **RELEASE** the button when the indicator reaches the desired level within the zone.

STEP 2

The speed zone is noted on the left side of the **Speed/Hook Indicator**. Releasing the button at the bottom will give you minimum speed. If you release the button in the red area, a direction error will occur. The indicator moves quickly so maximum concentration is needed to hit the desired level of speed. When the button is released, the setting you have chosen will be locked on the indicator.

SPEED HOOK INDICATOR



STEP 3

Set the Hook by **PRESSING** the button when the indicator is within the hook zone. Pressing the button near the top of the hook zone will cause the ball to be thrown straight. The amount of hook increases as the indicator moves downward. Pressing the button at the bottom of the hook zone will produce a curving shot with maximum hook. As in the speed zone, stopping the indicator in the red area will produce a direction error.

The overall sequence is **PUSH THE BUTTON TO START — RELEASE THE BUTTON TO SET THE SPEED — PUSH THE BUTTON AGAIN TO SET THE AMOUNT OF HOOK**.

NOTE: Your speed setting affects the amount the ball will curve as it travels down the alley. When you throw with less speed, it maximizes the hook's effect. The greater the speed, the less the ball will hook.

SCOREBOARD

When each player bowls, a line score will appear on the top portion of the screen. The line score will show the last five frames of a bowler's score. An overall scoreboard will appear after bowlers have completed a frame (2 or more players). When the scoreboard is displayed, press the joystick button to continue play.

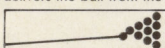
BOWLING STRATEGIES

Bowling pins are set up in a form of triangle. Each pin has its own number. Spares and splits are named by the number of pins left standing after a ball has been rolled. **19th FRAME** bowlers can throw two kinds of balls — a straight ball or a hook. No matter what kind is used, a bowler should aim for the pocket between the one and three pins.

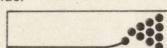


BOWLING FOR SPARES

A successful bowler must be able to make spares, which means to knock down with his second ball all the pins left standing after his first ball in a frame. An arrangement of pins with more than one pin space between is called a split. A bowler usually rolls from the left side of the lane if the remaining pins are on the right side of the lane. If the pins stand on the left side of the lane, he generally delivers the ball from the right side.



STRAIGHT BALL

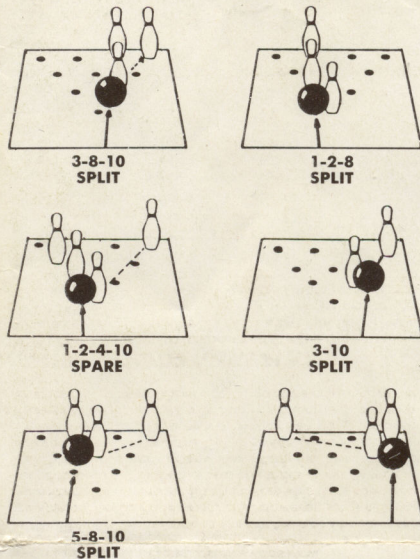


HOOK BALL

SCORING

While scoring in **10th FRAME**™ is automatic, the fundamentals of scoring need to be understood in order to fully enjoy the game. A bowling game consists of 10 frames. Each bowler rolls the ball twice in each frame, unless a strike is scored. A **STRIKE** counts 10 pins, plus the total number of pins the bowler knocks down with the next two balls that are thrown. On a strike, the scorer marks an X in the small square in the corner of the larger square on the score sheet. (Shown as a ■ on the scoreboard). A **SPARE** counts 10 pins, plus the number of pins the bowler knocks down with the first ball thrown in the next frame. The scorer marks the diagonal line / through the small square for a spare. (Shown as a ▵ on the scoreboard). When a bowler fails to make a strike or spare, only the pins knocked down count, and no scoring is carried over to the next frame. A bowler must roll 12 consecutive strikes to score 300, a perfect game. This includes one strike for each of 10 frames, plus one strike for each of the two extra, or bonus, chances that a bowler receives for scoring a strike in the 10th frame.

TYPICAL SPARES AND Splits



BOWLING TERMS

Brooklyn is a strike made when a right-handed bowler's ball hits on the left side of the head pin, or when a left-handed bowler's ball hits on the right side of the head pin.

Frame is one tenth of a game. A player can roll twice in each frame but the tenth. In the tenth frame, a player can roll up to three times. The score is marked in a frame, or square, on the score sheet.

Line is a complete game of 10 frames.

Loft means to throw the ball into the air so that it drops on the alley beyond the foul line.

Pocket is the space between 1 and 3 pins for a right-handed bowler. A left-handed bowler tries to hit the pocket between the 1 and 2 pins.

Spare occurs when a bowler knocks down all 10 pins with two balls in the same frame.

Split, or railroad, occurs when a bowler leaves two or more pins standing that are not close together.

Strike occurs when a bowler knocks down all 10 pins with the first ball.

Turkey is three strikes in a row.

ADDITIONAL FEATURES

Abort Feature — You can return to the 'Select' screen from almost any point in the game by pressing / (Commodore), Caps/Shift and Break (Spectrum), ESC (Amstrad). This will cancel the game in progress.

Replay Feature — If you wish to start over at the First Frame without changing names, etc., press **P** from the 'Select' screen.

Automatic Demo — If left unattended for one minute, the computer will start the demo. You may start it manually by pressing **D** from the 'Select' screen.

Score Printout (Commodore only) — At the end of a game, a hard copy printout is available. When 'Print Score Sheet' appears, type **Y** for Yes and **N** for No.

© 1986, U.S. Gold Ltd. All rights reserved. Unauthorised copying, lending or resale by any means strictly prohibited.

Manufactured in the U.K. under licence from ACCESS Software by U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

ACCESS
Software incorporated

